

WAC 230-13-067 Group 12—Electronic puzzle and pattern solving game standards. ~~((1))~~ (1) In group 12 games, players must correctly solve a puzzle to win a ~~((prize))~~ game, which is viewable by the player before each puzzle is presented.

~~((+1))~~ (2) The game must allow the player to ~~((view the prize that is available))~~ preview points to be awarded if the puzzle is correctly solved before each play of the game without the insertion of money or any other thing of value; and

~~((+2))~~ (3) Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern; and

~~((+3))~~ (4) When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period; and

~~((+4))~~ (5) Group 12 amusement games are for adults over the age of twenty-one only and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering~~((+))~~; and

(6) The amusement game must prominently display a sticker or on the screen, "This is not a slot machine. No cash prizes are allowed. You can preview the points to be awarded if the puzzle is correctly solved before each play of the game without the insertion of money or anything of value."